B-29

Boeing B-29 "Superfortress". Very Heavy Day Bomber. P.V.: 72. Engine Type: R. Producer: U.S.A. Introduced in June '44. 3,970 built. 1654 B-29s delivered in WWII. 493 destroyed: 151 engine fires, 115 unknown, 73 shot down by fighters (+10 by ramming) and 65 by Flak. Has sights for use as a level bomber. Loaded: Can carry up to 20 bombs with optional "F" Gunnery Play at low altitude and almost exclusively at night, or 14 bombs at long range during the day. Add 6.0 to 31.9 ceiling when empty.

Formation Characteristics

On strategic bombing missions, the B-29 usually flies as a part of trailing group box formations of three 9 aircraft combat boxes, each of which should occupy three adjacent hexes of 3 aircrafts each, in a trailing plan outline, all at .1 of each other. Altitude is either from 25.0 to 31.9, or 10.0 to 18.0 to avoid clouds and/or multi-directional jet streams. Airspeed with all engines is ALWAYS 4. Any B-29 not in a stacked hex, or in such an hex that is not adjacent to another, must still fly within .1 of other B-29s unless two engines are out. This requirement still applies, and is possible if empty, if one engine is out and the squadron/formation is Loaded. After the squadron/formation load drop, one engine out B-29s are free of the .1 distance requirement, since they must choose between a continuous .2 dive to 14.9 to maintain a normal constant Airspeed of 4, or to maintain altitude with a reduced available Airspeed of 3 at every odd # Game-Turn, including after reaching an altitude below 15.0. An enemy aircraft flying closer to such a damaged firepower (2 "G" hits or 8 + "F" hits) B-29 than to stacked B-29 hexes, may only be rolled at by the damaged aircraft's "F" Gunnery Play. Note that the maximum number of "F" Gunnery Play rolls per enemy target per Game-Turn of rule #15 does not apply to the B-29: B-29s may attempt four rolls per target, with a maximum of 3 consecutive hits per target per Game-Turn. A squadron/formation may NEVER alter altitude/course/Airspeed, except over the target area where Bank/Turns are allowed. Note that after exiting target, empty B-29s often made the return trip out of formation at a Level Speed of 5, not available below 15.0 (no diving required or "E" hit allowed), but after passing coastline slowed to 4 to save fuel.

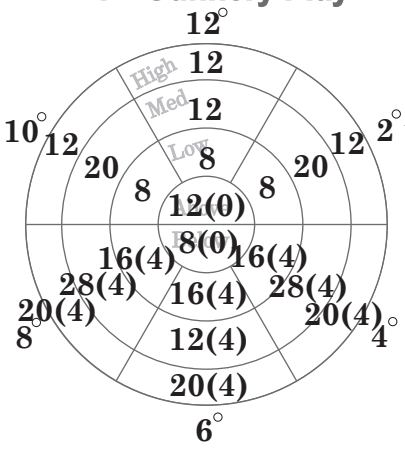
Maneuver Requirements

Squadron/formation Maneuver Requirements: Bank: 7. Turn: 8. (Loaded)
From these Maneuver Requirement values: Individual aircrafts: -1. Below 15.0: -1. Empty: -2.

Damage Effects

All maneuvers, climbs and first engine out: No Sp. Point cost, but one engine out requires MANDATORY load drop and reduces Max. Climb to Loaded condition.
After squadron/formation has dropped its bombs, one engine out aircrafts require either an uninterrupted dive of .2 per Game-Turn (until an altitude of 14.9 is reached) to keep a normal constant Airspeed of 4, or, if any altitude is maintained, a reduction of available Airspeed to 3 at every odd # Game-Turn.
2nd engine out: Reduce available Airspeed to 3 while in a mandatory uninterrupted dive of at least .2 per Game-Turn until an altitude of 4.9 is reached. Treat Turns as Loaded (+2) for each same side dead engine (cumulative). Treat Banks as Loaded (+2) for each opposite side dead engine (cumulative). No climbing allowed.
3rd engine out: Destroyed.
1st "G" hit or or 8th "F" hit: "F" Gunnery Play may roll three times per Game-Turn at enemy targets. 10th "F" hit or 2nd "G" hit: "F" Gunnery Play may roll twice per Game-Turn at enemy targets. 12th "F" hit or 3rd "G" hit: "F" Gunnery Play may roll once per Game-Turn at enemy targets.

"F" Gunnery Play



Altitude Change

Max. Dive: .4, which, if used for two consecutive Game-Turns, raises available Airspeed by 1 up to a max. Dive Speed of 6 (5 below 15.0). Any dive rate reduction from this .4 value reduces Airspeed by 1 until an Airspeed value of 4 is reached (5 if exiting target empty and out of formation above 14.9).
Max. Climb: .1 (.2 empty below 10.0, but .1 with one engine out) (.05 above 9.9 Loaded or above 19.9 empty)

Special Note: Aircrafts having declared a V. Dive on the Current Game-Turn can only be attempted once per Game-Turn by the B-29's "F" Gunnery Play.

Silhouette Modifier

Silhouette	+12

Target Characteristics

W	14	5		Cn	_	Mg	_	
F	16			L	4			
C	3			C	3			
E	2	E	2	E	2	E	2	
G								
			(5)					
	F							

Note: "F" Gunnery Play may roll 6 (to attempt the three allowed hits per Game-Turn: Ignore the limitation of one hit from rule #15) four times per Game-Turn at enemy targets. Note that the limit of one "F" (for "Flexible") gun hit per target per Game-Turn of rule #14 is ignored for the B-29, but NOT the "F" Gunnery Play limit of 3 attempts to roll six per target. When part of a formation, use 2022 "FF" Gunnery Play Speed/Hit Table rule on targets above their Maneuver Sp., and the 2022 "F" Gunnery Play Speed/Hit Table rule when separated by 1 hex or more from the closest formation.